

## **Overview**

- Types of numerical approximation and their coding
- Array operations



- Numerical methods constructs approximation sequences  $\{y_n\}_{n\in\mathbb{N}}$  to converge to the solution of a mathematical problem y=P(x),  $\lim_{n\to\infty}y_n=y$ .
- Numerical analysis studies the convergence behavior: conditions for convergence, order and rate of convergence.
- Computation theory constructs algorithms within some model of computation and studies
  the behavior of these algorithms, in particular the computational effort required for each step
  of the algorithm



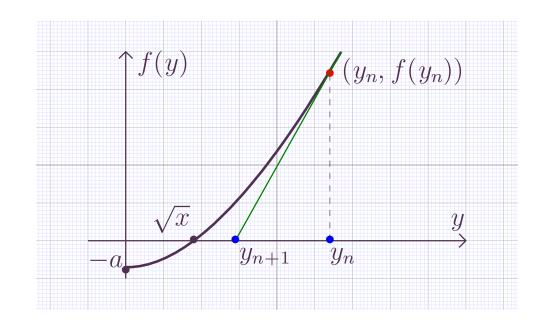
$$y_1 = 1, y_{n+1} = \frac{1}{2} \left( y_n + \frac{x}{y_n} \right),$$

$$\lim_{n\to\infty} y_n = \sqrt{x} = P(x).$$

$$f(y) = R(x, y) = x - y^2, r_n = R(x, y_n)$$

$$L_n(y) = f'(y_n)(y - y_n) + f(y_n)$$

$$L_n(y_{n+1}) = 0 \Rightarrow y_{n+1} = \frac{1}{2} \left( y_n + \frac{a}{y_n} \right)$$





$$y_1 = 1, y_{n+1} = \frac{1}{2} \left( y_n + \frac{a}{y_n} \right)$$

Suppose  $y_n = \sqrt{x}(1 + \delta_n)$ , signifying that  $y_n$  is " $\delta_n$ -close" to  $\sqrt{x}$ . Then, from  $y_{n+1} - y_n = \frac{1}{2}(x/y_n - y_n)$  obtain

$$y_{n+1} - y_n = \frac{1}{2} \left[ \frac{x}{\sqrt{x}(1+\delta_n)} - \sqrt{x}(1+\delta_n) \right] = \frac{\sqrt{x}}{2} \left[ \frac{1}{1+\delta_n} - 1 - \delta_n \right] \Rightarrow$$

$$y_{n+1} - y_n = \frac{\sqrt{x}}{2} [(1 - \delta_n + \delta_n^2 - \delta_n^3 + \dots) - 1 - \delta_n] = \delta_n \sqrt{x} \frac{2 - \delta_n}{2(1 - \delta_n)} \le \delta_n \sqrt{x}.$$

For  $\forall \varepsilon > 0$  choose  $N_{\varepsilon}$  such that  $|\delta_{N_{\varepsilon}}| < \varepsilon / \sqrt{x}$  in which case  $|y_{n+1} - y_n| < \varepsilon$ , hence  $\{y_n\}_{n \in \mathbb{N}}$  is a Cauchy sequence in  $\mathbb{R}$ , and converges.

• Newton's method for square root extraction:  $f(y) = a - y^2 = 0$ 

$$y_1 = 1, y_{n+1} = \frac{1}{2} \left( y_n + \frac{a}{y_n} \right)$$

- At each iteration carry out 1 addition and two multiplications. Computational effort is  $\mathcal{O}(2n)$  FLOPs (floating point operations)
- Newton's method for finding zeros of f, f(y) = 0

$$y_{n+1} = y_n - \frac{f(y_n)}{f'(y_n)}.$$

- At each iteration carry out 1 evaluation of f and 1 evaluation of f'. Computational effort is  $\mathcal{O}(n)$  f-evals, and  $\mathcal{O}(n)$  f'-evals.



Additive corrections

$$\frac{\pi}{4} = 1 - \frac{1}{3} + \frac{1}{5} - \frac{1}{7} + \frac{1}{9} - \dots,$$

$$L_n = \sum_{k=0}^n \frac{(-1)^k}{2k+1}, L_n = L_{n-1} + \frac{(-1)^n}{2n+1} \to \frac{\pi}{4}.$$

Multiplicative corrections

$$S_n = \left(\frac{2}{1} \cdot \frac{2}{3}\right) \cdot \left(\frac{4}{3} \cdot \frac{4}{5}\right) \cdot \left(\frac{6}{5} \cdot \frac{6}{7}\right) \dots,$$

$$S_n = \prod_{k=1}^n \frac{4k^2}{4k^2 - 1} = S_{n-1} \cdot \frac{4n^2}{4n^2 - 1}, S_n \to \frac{\pi}{2}.$$



## Continued fractions

$$\pi + 3 = 6 + \frac{1^2}{6 + \frac{3^2}{6 + \frac{5^2}{6 + \ddots}}},$$

$$F_n = b_0 + K \frac{a_k}{b_k} = b_0 + \frac{a_1}{b_1 + \frac{a_2}{b_2 + \frac{a_3}{b_3 + \ddots}}},$$

$$y_n = 0, y_{n-1} = \frac{a_{n-1}}{b_{n-1} + y_n}, F_n = b_0 + y_1.$$

**Definition.** The sum of matrices  $A, B \in \mathbb{R}^{m \times n}$ 

$$\boldsymbol{A} = [a_{i,j}], \boldsymbol{B} = [b_{i,j}]$$

is the matrix  $oldsymbol{C} = oldsymbol{A} + oldsymbol{B}$  with components

$$C = [c_{i,j}], c_{i,j} = a_{i,j} + b_{i,j}$$

**Definition.** The scalar multiplication of matrix  $A \in \mathbb{R}^{m \times n}$  by  $\alpha \in \mathbb{R}$  is  $B = \alpha A$ 

$$\mathbf{A} = [a_{i,j}], \mathbf{B} = [b_{i,j}] = [\alpha a_{i,j}]$$

**Definition.** Consider matrices  $A = [a_1 \dots a_n] \in \mathbb{R}^{m \times n}$ , and  $X = [x_1 \dots x_p] \in \mathbb{R}^{n \times p}$ . The matrix product B = AX is a matrix  $B = [b_1 \dots b_p] \in \mathbb{R}^{m \times p}$  with column vectors given by the matrix vector products

$$b_k = A x_k$$
, for  $k = 1, 2..., p$ .

- A matrix-matrix product is simply a set of matrix-vector products, and hence expresses multiple linear combinations in a concise way.
- The dimensions of the matrices must be compatible, the number of rows of X must equal the number of columns of A.
- ullet A matrix-vector product is a special case of a matrix-matrix product when p=1.
- We often write B = AX in terms of columns as

**Definition.** Consider matrices  $A = [a_{i,j}] \in \mathbb{R}^{m \times n}$ , and  $X = [x_{i,j}] \in \mathbb{R}^{n \times p}$ . The matrix product  $B = AX = [b_{i,j}]$  is a matrix  $B \in \mathbb{R}^{m \times p}$  with components

$$b_{i,j} = a_{i,1} x_{1,j} + a_{i,2} x_{2,j} + \dots + a_{i,n} x_{n,j} = \sum_{k=1}^{n} a_{i,k} b_{k,j}$$

$$\boldsymbol{A}\boldsymbol{X} = \begin{bmatrix} a_{1,1} & a_{1,2} & \cdots & a_{1,n} \\ a_{2,1} & a_{2,2} & \dots & a_{2,n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m,1} & a_{m,2} & & a_{m,n} \end{bmatrix} \begin{bmatrix} x_{1,1} & x_{1,2} & \cdots & x_{1,n} \\ x_{2,1} & x_{2,2} & \dots & x_{2,n} \\ \vdots & \vdots & \ddots & \vdots \\ x_{m,1} & x_{m,2} & & x_{m,n} \end{bmatrix}$$

$$b_{2,1} = a_{2,1} x_{1,1} + a_{2,2} x_{2,1} + \dots + a_{2,n} x_{n,1}$$

•  $A \in \mathbb{R}^{m \times n}$  contains n column vectors with m components each

$$A = [\begin{array}{cccc} a_1 & a_2 & \dots & a_n \end{array}]$$

• The transpose switches rows and columns

$$oldsymbol{A}^T = \left[egin{array}{c} oldsymbol{a}_1^T \ oldsymbol{a}_2^T \ dots \ oldsymbol{a}_n^T \end{array}
ight] \in \mathbb{R}^{n imes m}$$

has n rows and m columns



Matrix block addition

$$oldsymbol{A} = \left[ egin{array}{cc} oldsymbol{B} & oldsymbol{C} \ oldsymbol{C} & oldsymbol{B} \end{array} 
ight], oldsymbol{D} = \left[ egin{array}{cc} oldsymbol{E} & oldsymbol{F} \ oldsymbol{F} & oldsymbol{E} \end{array} 
ight],$$

$$oldsymbol{A} + oldsymbol{D} = \left[egin{array}{ccc} oldsymbol{B} & oldsymbol{C} \ oldsymbol{C} & oldsymbol{B} \end{array}
ight] + \left[egin{array}{ccc} oldsymbol{E} & oldsymbol{F} \ oldsymbol{F} & oldsymbol{E} \end{array}
ight] = \left[egin{array}{ccc} oldsymbol{B} + oldsymbol{E} & oldsymbol{C} + oldsymbol{F} \ oldsymbol{C} + oldsymbol{F} & oldsymbol{B} + oldsymbol{E} \end{array}
ight]$$

Matrix block multiplication

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Matrix block transposition

$$oldsymbol{M} = \left[ egin{array}{cc} oldsymbol{U} & oldsymbol{V} \ oldsymbol{X} & oldsymbol{Y} \end{array} 
ight], oldsymbol{M}^T = \left[ egin{array}{cc} oldsymbol{U}^T & oldsymbol{X}^T \ oldsymbol{V}^T & oldsymbol{Y}^T \end{array} 
ight]$$